TOTEZT 02525860

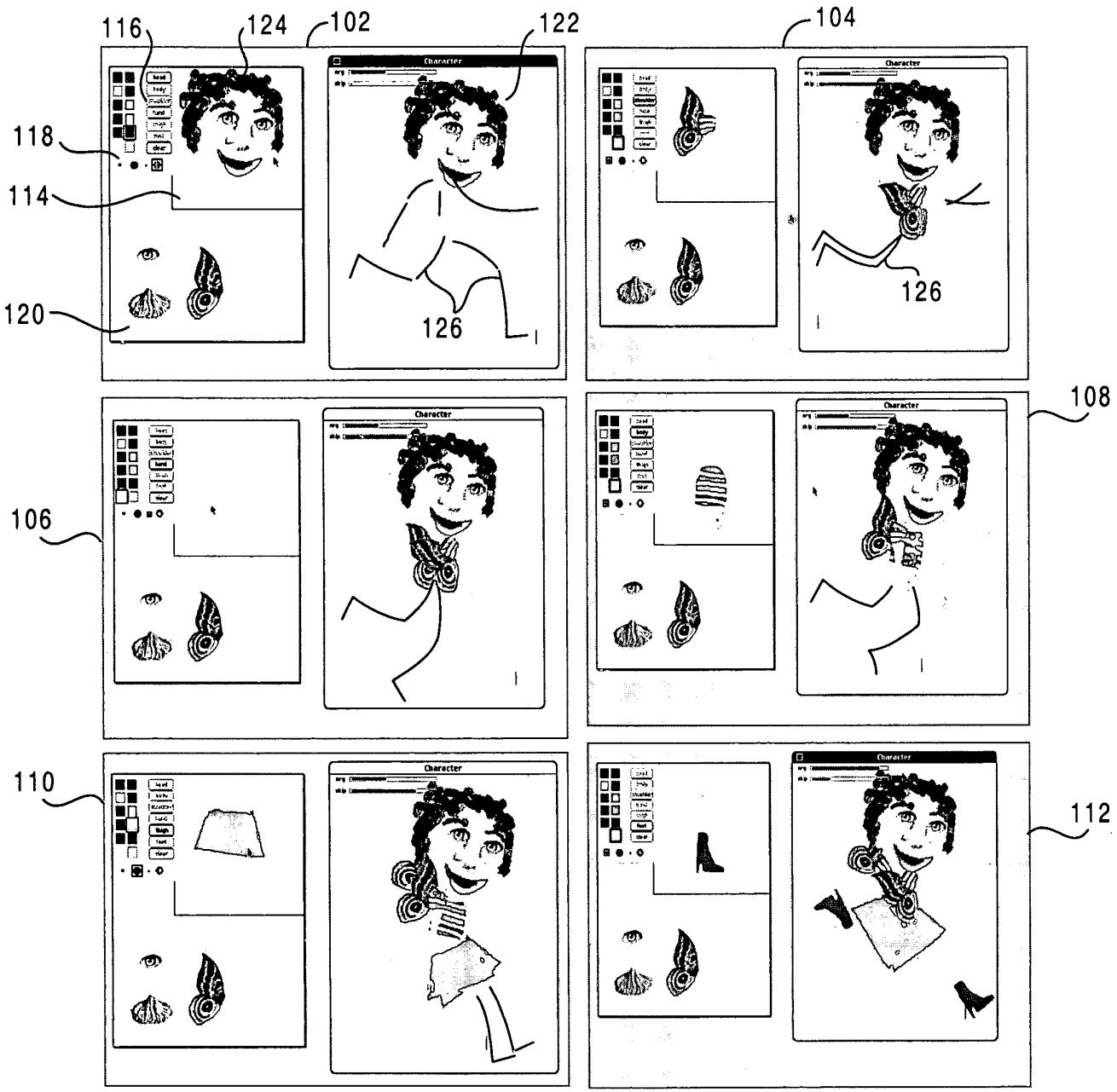

FIG. 1

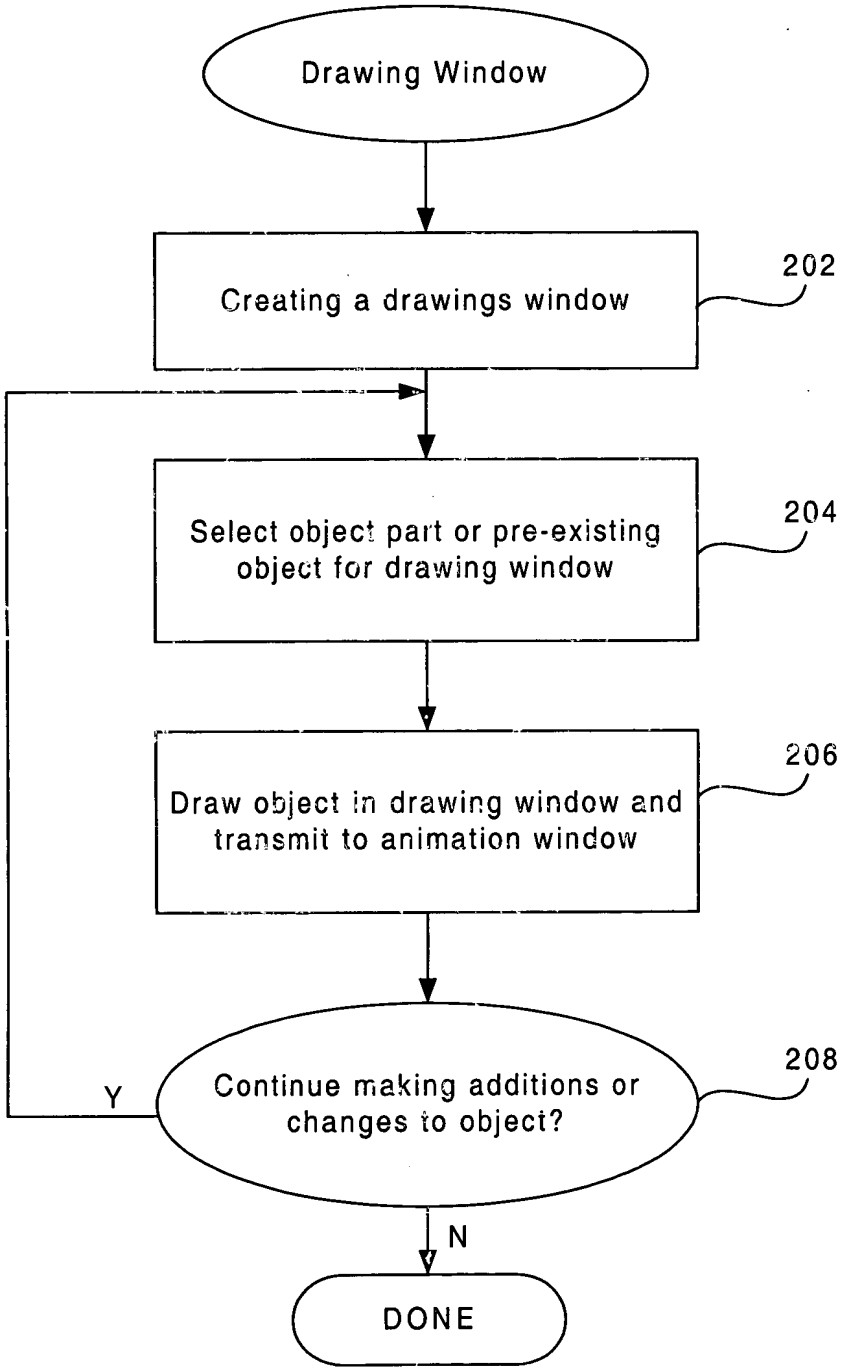
Drawing Window
Creating a drawings window
202
Select object part or pre-existing object for drawing window
204
Draw object in drawing window and transmit to animation window
206
Continue making additions or changes to object?
208
Y
N
DONE

FIG. 2

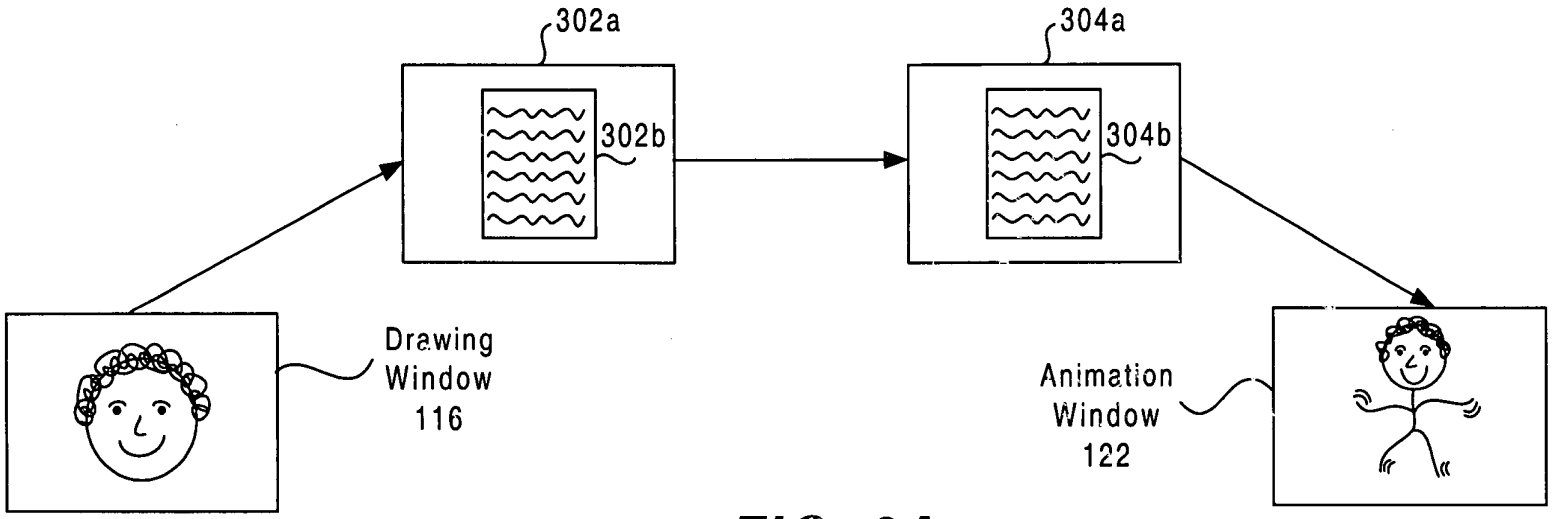
302a
304a
302b
304b
Drawing
Window
116
Animation
Window
122

FIG. 3A

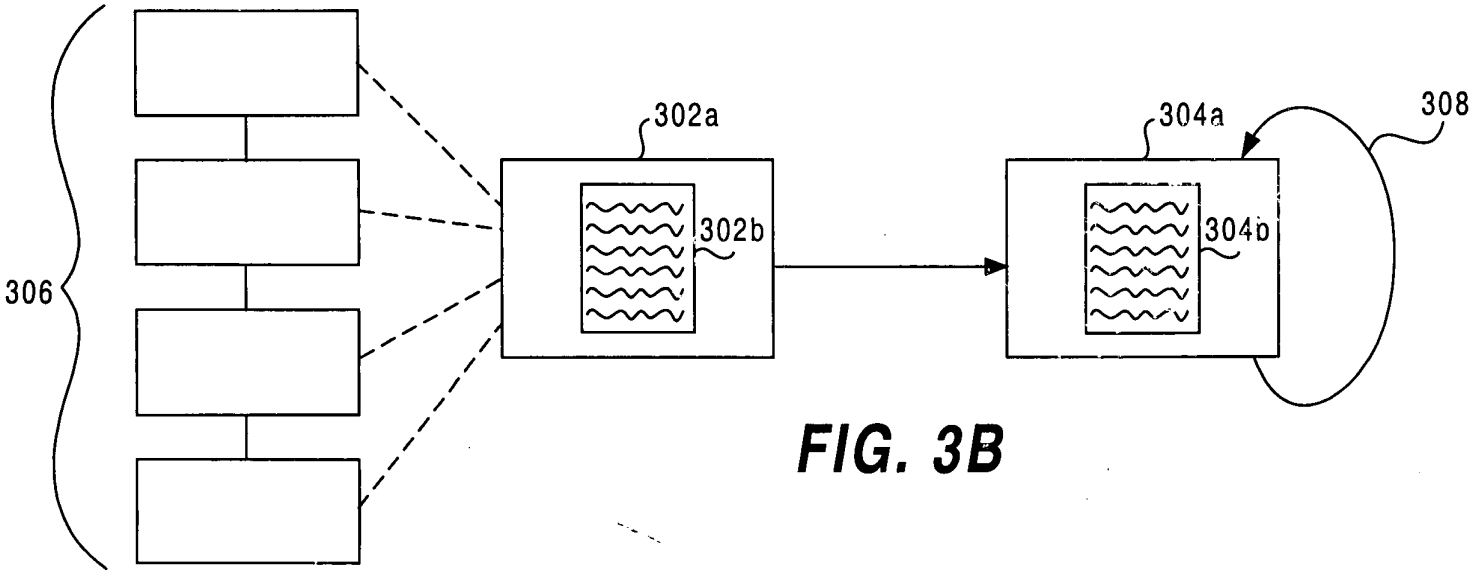
306
302a
304a
308
302b
304b

FIG. 3B

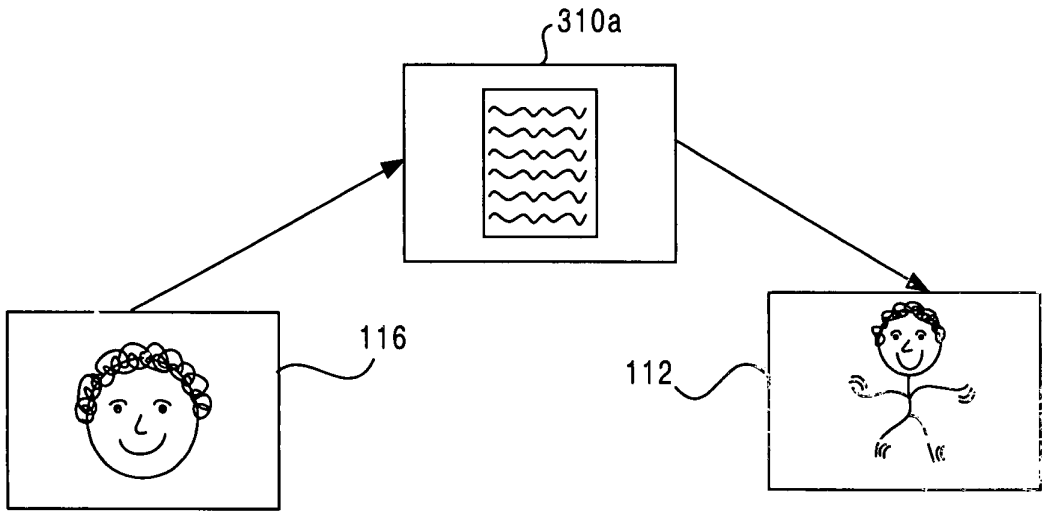

FIG. 4A

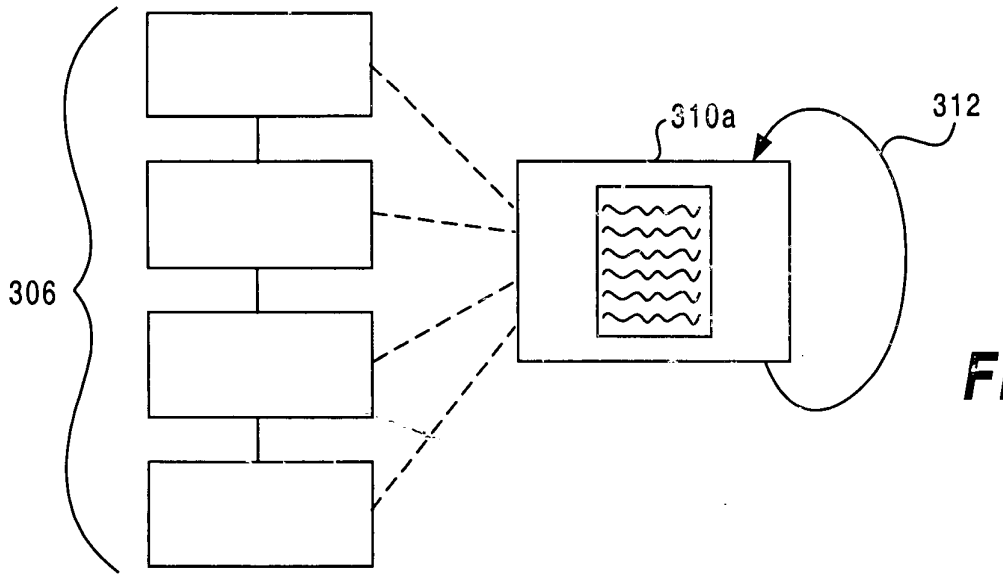

FIG. 4B

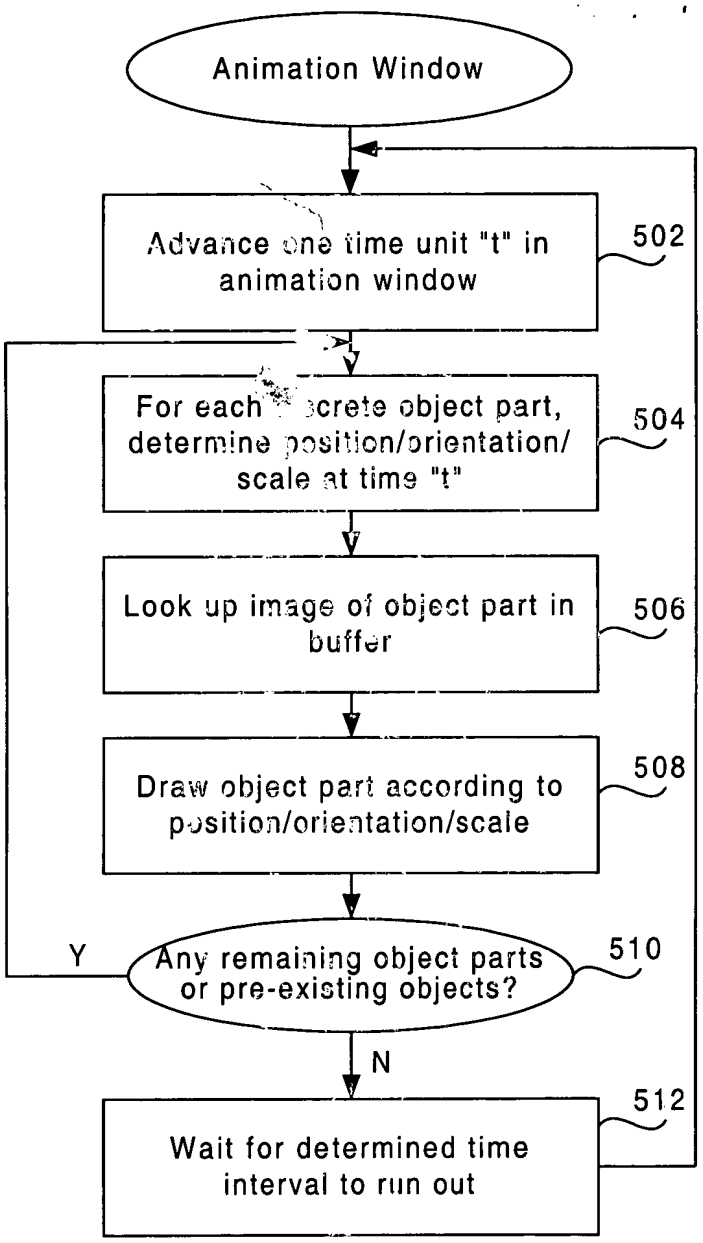
Animation Window
Advance one time unit "t" in animation window
502
For each discrete object part, determine position/orientation/ scale at time "t"
504
Look up image of object part in buffer
506
Draw object part according to position/orientation/scale
508
Any remaining object parts or pre-existing objects?
510
Y
N
Wait for determined time interval to run out
512

FIG. 5